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Hematic

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Witcher TTRPG Homebrew Collection

"Blood is the currency of life, but it is also the cheapest ammunition if you know how to spend it."

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Bloodmage

Defining Skill	Sanguine Vessel
Effect	You have mastered the forbidden, visceral art of hemomancy, tying your very life force to your martial prowess through the management of your Sanguine Pool. **Effect:** Your rank in this skill determines the maximum capacity of your Sanguine Pool (a specialized reserve of temporary points used exclusively to fuel your blood magic). Additionally, this skill allows you to instinctually harvest, refine, and safely process Hematic Serum during downtime without requiring standard alchemy checks. • The Burnout Warning: The Hematic casts from their own veins. If you run out of points in your Sanguine Pool, you may spend your actual Health Points (HP) to fuel your abilities. Doing

Profession Play Description

The Hematic is a gritty, high-risk, high-reward tactical combatant who utilizes hemomancy to dominate the battlefield. Shunning traditional magic, they rely on a specialized "Sanguine Pool" to fuel devastating external blood attacks, enhance their evasiveness, and maintain their weaponry. They balance on a knife's edge: expending their own health to power their abilities when their reserves run dry, while constantly seeking to replenish their pool through macabre extractions or highly toxic alchemical injectables.

	so recklessly can quickly drop you into your Wound Threshold or the Death State.
Magic	
Vigor	0
Magical Perks	None. Hematics are magically mundane and bypass traditional elemental Chaos entirely. Their magic is fueled exclusively by blood, and they cannot benefit from standard magical focuses or amulets.
Skills	
Skill Options	• Alchemy • Athletics • Awareness • Brawling • Courage • Dodge/Escape • Endurance • First Aid • Melee • Small Blades
Gear	
Gear Options	Pick 5: • Alchemy Set • Bandolier • Dagger • Surgeon's Kit • Heavy Leather Coat • Crossbow or Hand Crossbow • Vials & Syringes • Component Pouch • Flask of Spirits

Insight

"I watched him run out of bolts midway through a skirmish with a pack of ghouls. Most men would have drawn steel and prayed to Kreve. He simply dragged a jagged blade across his own palm. The blood didn't drip; it floated, hardening into crimson shards that he chambered into his crossbow with a sickening click. He shot the beasts to pieces, bleeding himself white to do it. When it was over, he plunged a syringe of bubbling red sludge into his thigh, gasped like a drowning man breaking the surface, and kept walking. Mages command the elements, but these bastards command the very fluid that keeps us alive. It is a terrifying, unnatural thing to witness."

Profession Overview

The Hematic acts as a battlefield controller and sustainable skirmisher. They trade the heavy, passive defense of traditional Men-At-Arms for extreme agility, crowd control, and weapon utility. They must meticulously manage their Sanguine Pool, balancing the need to unleash devastating attacks with the absolute necessity of keeping enough blood in their veins to survive. A Hematic caught in melee without reserves is a dead Hematic.

Starting Coin

150 Crowns x 2d6 (Average: 1050)

Skill Tree

Branch 1: The Crimson Duelist

Focuses on survival, weapon maintenance, and avoiding damage at all costs.

- **Blood-Bound Armament (CRA):** You can spend points from your Sanguine Pool as a free action (Cost: 2 Sanguine Points per 5 Reliability restored) to instantly restore lost Reliability to a bladed weapon, repairing notches and dull edges mid-fight. At higher ranks, you can expend additional points to temporarily augment the weapon's damage or grant it the Armor Piercing trait for a single strike.
- **Sanguine Slip (REF):** When targeted by a melee attack, you can expend Sanguine points (Cost: 1 Sanguine Point) to hyper-accelerate your evasion. You add your rank in this skill to a Repositioning roll, allowing you to slip past enemies and avoid getting cornered.
- **Crimson Repulsion (WILL):** A localized, defensive area-of-effect ability. When surrounded, you violently expel a shockwave of hardened blood. By spending Sanguine points (Cost: 3 Sanguine Points), you force targets within a 2-meter radius to make a Physique check against your skill roll. On a failure, they are staggered and pushed back 2 meters.

Branch 2: The Vein Weaver

Acts as backline artillery, turning external blood into lethal projectiles and physical

crowd control.

- **Crystalline Munitions (DEX):** You crystallize your Sanguine Pool directly into the chamber of a ranged weapon. These projectiles deal standard weapon damage, but you add your rank in this skill to the base percentage chance (+10% per rank) to inflict the Bleeding condition upon dealing piercing damage.
- **Crimson Tether (DEX):** You expend Sanguine points (Cost: 2 Sanguine Points) to conjure a whip or snare of hardened blood from your own veins at a range of up to 8 meters. This allows you to execute a Grapple or Trip attack against a target at range using an Athletics or Brawling check. The enemy defends using their Dodge/Escape skill as standard.
- **Sanguine Shrapnel (WILL):** You draw a massive amount of blood from your Sanguine Pool (Cost: 2 Sanguine Points) or from fresh corpses/spilled blood in the environment and detonate it mid-air. This unleashes a devastating blast of crystallized blood in a 2-meter cone. You must make an attack roll using Athletics, dealing heavy piercing damage that can be reduced by armor.

Branch 3: The Macabre Scholar

Focuses on the gruesome realities of blood magic, managing the Sanguine economy through corpses, and keeping allies alive.

- **Visceral Extraction (BODY):** As a full-round action, you can liquify and absorb the remaining blood from a fresh corpse. You recover Sanguine points equal to your rank in this skill, multiplied by the Weight Modifier of the beast or humanoid consumed based on ramming weight classes (Very Light x1/2, Light x1, Medium x2, Heavy x3).
- **Echoes of the Vein (INT):** By absorbing the blood of a freshly killed target, you gain fragmented, visceral flashes of the corpse's final 10 minutes of life. You add your rank in this skill to any Deduction or Monster Lore checks made to track the killer or identify the monster based on these psychic impressions.
- **Transfusion (CRA):** You utilize your specialized Hematic Serum on a dying ally. If an ally is in the Death State, injecting them with a serum temporarily freezes the cumulative -1 penalty on their Death Saves for a number of rounds equal to your rank in this skill (though they must still make the base roll), giving your party time to administer proper First Aid.

Skill Tree Additional Information

The Sanguine Pool

Instead of Stamina or Vigor, your powerful abilities are fueled by the Sanguine Pool.

- **Capacity:** A Hematic can hold a maximum amount of Sanguine points equal to their rank in *Sanguine Vessel*.
- **Refilling the Pool:** The pool is restored by consuming Hematic Serum, utilizing the *Visceral Extraction* skill on corpses, or by voluntarily sacrificing your own actual HP (1 HP yields 1 Sanguine point).

Hematic Serum & The Alchemical Bottleneck

A specialized, highly potent alchemical injectable housed in a reinforced glass vial. To the untrained eye, it appears as a violently bubbling, crimson sludge.

- **Toxicity:** 25%
- **Bandolier Limit:** A standard bandolier can safely hold a maximum of 5 Hematic Serums for immediate combat use as an action. Any vials kept in a satchel require a full action just to retrieve.
- **Crafting for the Hematic:** Because your magic is intrinsically tied to your own blood, you do not roll Alchemy to craft this. You roll your *Sanguine Vessel* skill + CRA (Journeyman DC: 14, Time: 15 minutes).
- **Crafting for Non-Hematics:** Standard Alchemists attempt to artificially replicate a blood-magic process. They must use standard Alchemy rules (Master DC: 20, Time: 1 Hour, highly expensive components: Alcohest [x1], Vitriol [x2], Rebis [x1], Aether [x1], Raw Meat [x1]).

Divine Blood

Hidden across the Continent—locked inside abandoned Aen Seidhe ruins, Goetic cult hideouts, or forgotten mage laboratories—are ultra-rare vials of ancient, magically reactive blood. When discovered and consumed by a Hematic, "Divine Blood" permanently increases the absolute maximum cap of their Sanguine Pool.

Notes

- The Hematic is based on the protagonist of Crisol: Theater of Idols Gabriel's abilities but with a Witcheresqe flavoring.

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breezewiki

BreezeWiki source code

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